Ignition:core

Oni Freelance Armored Fireteam
Data-cards

Updates

- 18 November 2020. Updated Hit Location Chart on Tengu and Oni datacards.

- 29 November 2020. Corrected erroneous data on Tengu hit location chart. "1-2: Miss" Changed to 1: Miss.

- 30 November 2020. Added 'Muzzle Thump' to Standard Issue Wargear, Oni Warlord Class Mech and Tengu Support Class Mech.

- 25 February 2021. Changed 'Egress' on the Tenshi Dropship to read as follows: **Egress:** (Special Rule) During the reinforcement phase this model may be removed from play and then returned to play in the same manner as any models destroyed during the battle round.

- 28 April 2021: Added 'Hero' keyword to quick reference chart.

- 12 May 2021: reduced range of **Hiryu Grenade Launcher** to 16 in order to improve faction balance. Added **Daimyo Oni Relic Warlord Class Mech**

- 22 June 2021: added the **Yokai Scout Sniper** Hero to the **Oni Datacards**. Added the following text to the Yokai Scout Sniper's **Stealth Cloak** ability: 'This does not stack with the **Torinoko Smoke Grenades** Tactical Ability.'

- 11 July 2021: add the highlighted verbiage to the Torinoko Smoke Grenades in order to balance the ability: **Torinoko Smoke Grenades**: (**Tactical Ability)** This model may spend (1) **Ammo** from its **Grenade Launcher** to place a **Smoke Token** in a square within **Range** and **LoS** of the **Grenade Launcher. Hostile** models suffer (-1) to all dice rolls for attacks that draw **LOS** through squares adjacent to or occupied by **Smoke Token** provided that the **target** model is **not** on or adjacent to the square occupied by the **Smoke Token**. **Smoke Token** is removed after the **Activation Phase.**

- 18 September 2021: Added **Strike-ThroughX** to Keywords. Added **Strike-Through1** to'**Kagu-Tsuchi' Tetsubo Carronade Melee** profile. Added the following to 'Tetsubo Carronade': **Crushing-Gale: (2) Grenades** (Reaction**)** When this model makes a **Burst Roll** or a **Hit Roll** with this **Attack** it may use this ability to re-roll any dice for that **Attack** roll. –and- 'Crushing Gale' is declared after a Burst or Hit roll is made. If used, this model must spend (2) grenades for the Hit Roll or the Burst Roll it wishes to re-roll. This model must expend the (2) Grenades for each Hit Roll and each Burst Roll for which it makes any re-rolls.

- 6 January 2022: modified Yokai Scout Sniper STEALTH CLOAK to read: "**Stealth Cloak:** (Passive) All attacks made against this model reduce range by half, rounding up."

- 6 January 2022: Adjusted BURST ROLL chart for Shinigami Sniper Rifle. Removed "Advanced Targeting" from Shinigami Sniper Rifle.

- 26 Jule 2022: Added **"Sever Eden Link"** ability to Pilot data-cards. Removed **"Escape and Evade"** tactical ability from Pilot data-cards

Standard Issue Weapons: Quick Reference

Hiryu Grenade Launcher

Range: 16
Rate of fire:1-2
Damage: 2
Ammo: 6

Keyword: Blast2

Burst Roll
0: 0
1-5: 1D8
6-7: 2D8
8: 3D8 + Push1
9: 3D8 +Push1 + Crit1

'Fujin' Gatling Gun

Range: 20
Rate of fire:2-6
Damage: 1
Ammo: 27

Burst Roll
0:   0
1-2: 1D8
3-4: 2D8
5-6: 3D8
7-8: 4D8
9: 5D8 + Crit

'Raijin' Beam Rifle

Range: 25
Rate of fire:1-3
Damage: 3
Ammo: 18

Burst Roll
0: 0
1-3: 1D8
4-6: 2D8
7-8: 3D8
9: 3D8 + Crit1

Kyodai Sword

Range: 2
Rate of fire:1-2
Damage: 2
Ammo: Unlimited

Burst Roll
0: 0
1-5: 1D8
6-7: 2D8
8: 2D8 + Crit1
9: 2D8 + Crit2

Special Rule: Gains +1 to its HIT Roll if the defending model is Infantry or Pilot.

Strike-Through2

Houroku-hiya Concussion Grenade

Range: 8
Rate of fire:1
Damage: 1
Ammo: 3

Keyword:Blast2

Burst Roll
0: 0
1-5: 1D8 + Push1
6-7: 1D8 + Push2
8: 2D8 + Push2 + Crit
9: 3D8 + Push3 + Crit2

Muzzle Thump

Range: 2
Rate of fire:1
Damage: 1
Ammo: Unlimited

Burst Roll
0-2: 0
3-7: 1D8 + Push1
8: 2D8 + Push2
9: 2D8 + Push3 + Crit

Out of ammo and desperate, the mech slams the muzzle of its empty weapon into its opponent

Keywords: Quick Reference

Transport: An adjacent **Infantry** or **Pilot** model can **Embark** this model by spending (2) movement points. An **Embark**ed **Infantry** or **Pilot** model can **Disembark** this model by spending (3) movement points to be placed in any square adjacent to this model.

When this model enters play (during deployment or the reinforcement phase) any **Infantry** or **Pilot** models out of play may enter play **Embarked** on this model.

Flying: Models with this keyword may move over terrain as if it was not there, provided they have enough movement points to end their movement completely past the terrain feature. (IE they may not finish their movement on a square occupied by terrain.)

ChainX: When an attack generates **ChainX,** the attacking model rolls additional **Burst D10 dice** equal to the value of X. The secondary **D10** roll does not consume ammo and cannot generate further results of **ChainX.**

Destroyed: A model that is destroyed is removed from the board.

PushX: When an attack generates a "Push" the player controlling the Attacking Model can move the Defending model a number of squares equal to (X) following the normal rules for movement. Multiple push results stack. (E.G. the attacking model generates a Push1 and Push2 result on an attack. The controlling player can move the defending model 3 squares in any direction.)

Crit/CritX: Abbreviation for Critical Hit/Critical Hits. Anytime a Crit is generated during an attack, an additional (D8) HIT result is generated against the Defending Model, however this result is automatically an (8) result and cannot be modified. (do not roll the D8). In the case of CritX several additional (D8) HIT results are generated against the Defending Model equal to the number of X.

EDEN Link: When this model enters play, friendly **Pilot** model can enter play in the cockpit unless the **Pilot** was already in play on the battlefield. If this model is destroyed while the **Pilot** is in the cockpit, the **Pilot** is placed on the battlefield within (3) squares of this model before it is removed from play. During activation, an embarked **Pilot** can make a **Dismount (Action)** to be placed on the board in a square adjacent to this model. A friendly pilot can make an **Embark (Action)** to enter the cockpit while adjacent to this model. **Dismount** and **Embark** actions cannot both be performed during the same activation. The **Pilot** can activate this model while disembarked, but each action costs an additional **Action Point,** and the **Pilot** must spend (2) **Movement Points** to move this model one square.

Mobile Turret: If this model moves (3) squares or less during an activation it may make (1) free shooting action.
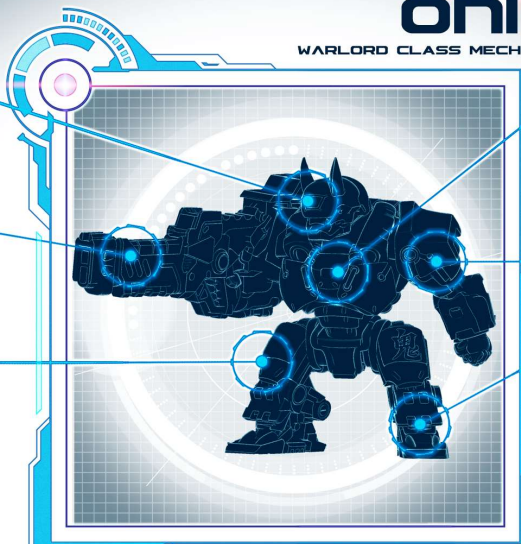
Strike-ThroughX: If this attack deals any **Damage**, the controlling player may place the **Attacking Model** in any square that's within X squares of the **Target.**

BlastX: This weapon may target any square within range and LoS of the attacking model. Each model within X squares of this square (regardless of LoS) suffers the respective number of HIT rolls from the Burst Roll chart when resolving the attack.

Hero: This model may activate during any initiative step of its controlling player. Further this model can claim objectives as if it were **Infantry.**

ONI
WARLORD CLASS MECH

Head 7 HP
[0HP]: -1 to all rolls

Right Arm 10 HP
[0HP]:-1 to rolls for gear equipped to this arm
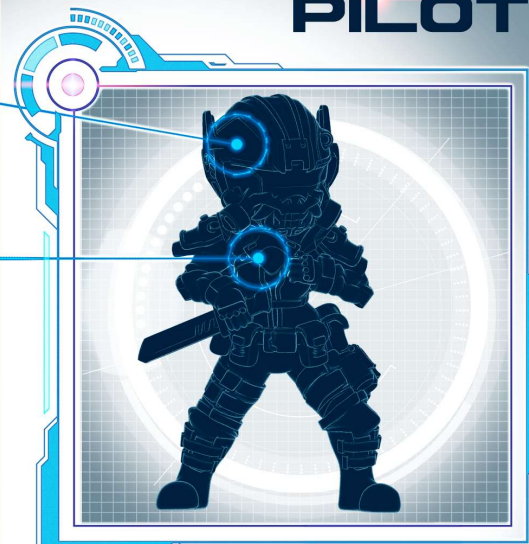
Right Leg 10 HP
[0HP]: -1 Movement

*This model uses the **Pilot**'s **Movement** & **Action Points.**

Torso 20 HP
[0HP]: Destroyed

Left Arm 10 HP
[0HP]:-1 to rolls for gear equipped to this arm

Left Leg 10 HP
[0HP]: -1 Movement

Hit Roll Chart*
8:Attacker's choice
7:Head
4-6:Torso
2-3:Defender's choice
1: Miss

*Hits allocated to a location already at zero HP become 8s

Keywords

EDEN Link, Mobile Turret

Mobile Turret: If this model moves (3) squares or less during an activation it may make (1) free shooting action.

'Raijin' Beam Rifle
Ammo: 18

Muzzle Thump
Ammo: Unlimited

PILOT

HEAD
4 HP
[0HP]:Destroyed

TORSO
8 HP
[0HP]:Destroyed

Movement: 6
Actions: 3

Hit Roll Chart
8: Head
6-7: Torso
1-5: Miss

Sever Eden Link: (Ability) If this unit's **Warlord Class Mech** is destroyed, but this unit is still in play during the **Reinforcement Phase**, the controlling player may replace this unit with a **Kyodai Infantry** model that was destroyed this turn, then deploy the **Warlord Class Mech** with a new Pilot embarked. If no **Kyodai Infantry** model is available, the controlling player may **Destroy** this model instead, awarding the opponent player any respective victory points for a destroyed Pilot.

Houroku-hiya Concussion Grenade
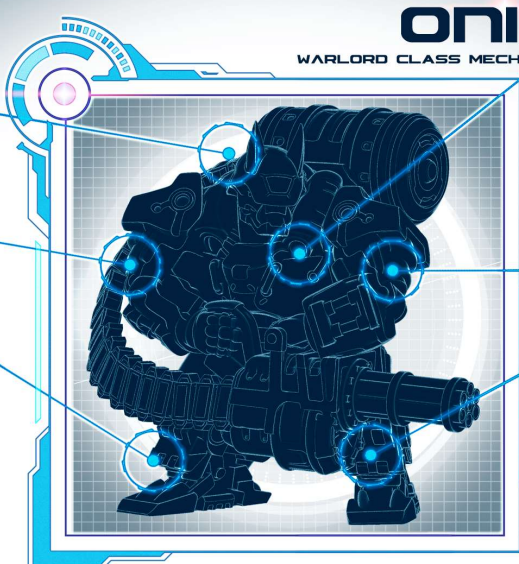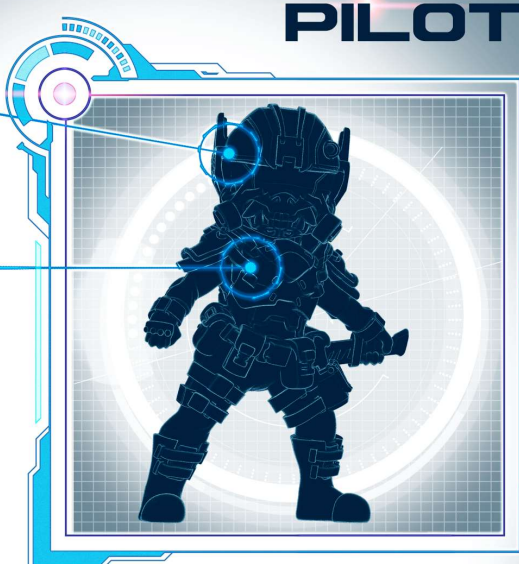Ammo: 3

Kyodai Sword
Ammo: Unlimited

ONI
WARLORD CLASS MECH

Head 7 HP
[0HP]: -1 to all rolls

Right Arm 10 HP
[0HP]:-1 to rolls for gear equipped to this arm

Right Leg 10 HP
[0HP]: -1 Movement

*This model uses the **Pilot**'s **Movement** & **Action Points.**

Torso 20 HP
[0HP]: Destroyed

Left Arm 10 HP
[0HP]:-1 to rolls for gear equipped to this arm

Left Leg 10 HP
[0HP]: -1 Movement

Hit Roll Chart*
8:Attacker's choice
7:Head
4-6:Torso
2-3:Defender's choice
1: Miss

*Hits allocated to a location already at zero HP become 8s

Keywords

EDEN Link, Mobile Turret

Mobile Turret: If this model moves (3) squares or less during an activation it may make (1) free shooting action.

'Fujin' Gatling Gun
Ammo: 27

Muzzle Thump
Ammo: Unlimited

PILOT

HEAD
4 HP
[0HP]:Destroyed

TORSO
8 HP
[0HP]:Destroyed

Movement: 6
Actions: 3

Hit Roll Chart
8: Head
6-7: Torso
1-5: Miss

Sever Eden Link: (Ability) If this unit's **Warlord Class Mech** is destroyed, but this unit is still in play during the **Reinforcement Phase**, the controlling player may replace this unit with a **Kyodai Infantry** model that was destroyed this turn, then deploy the **Warlord Class Mech** with a new Pilot embarked. If no **Kyodai Infantry** model is available, the controlling player may **Destroy** this model instead, awarding the opponent player any respective victory points for a destroyed Pilot.

Houroku-hiya
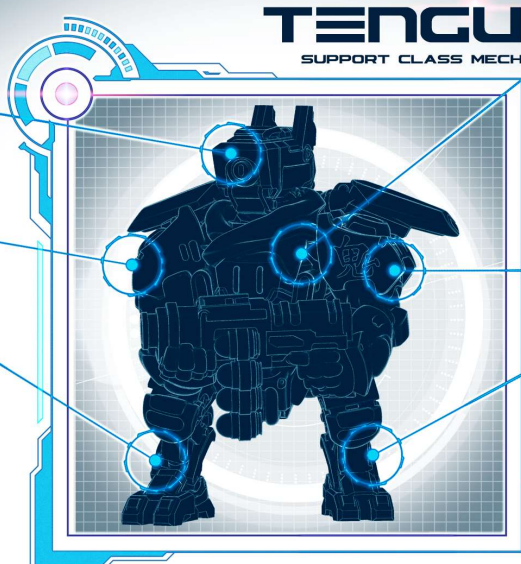**Concussion Grenade**
Ammo: 3

Kyodai Sword
Ammo: Unlimited

TENGU
SUPPORT CLASS MECH

Head 5 HP
[0HP]: -1 to all rolls

Right Arm 6 HP
[0HP]:-1 to rolls for gear equipped to this arm

Right Leg 4 HP
[0HP]: -1 Movement

Movement: 9
Actions: 2
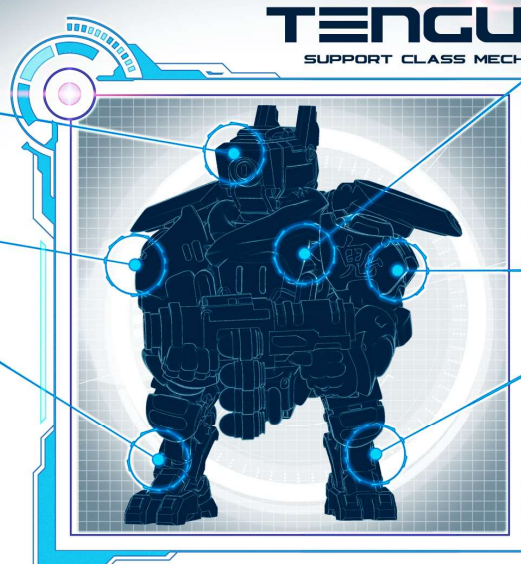
Torso 10 HP
[0HP]: Destroyed

Left Arm 6HP
[0HP]:-1 to rolls for gear equipped to this arm

Left Leg 4 HP
[0HP]: -1 Movement

Hit Roll Chart*
8:Attacker's choice
7:Head
5-6:Torso
2-4:Defender's choice
1: Miss

*Hits allocated to a location already at zero HP become 8s
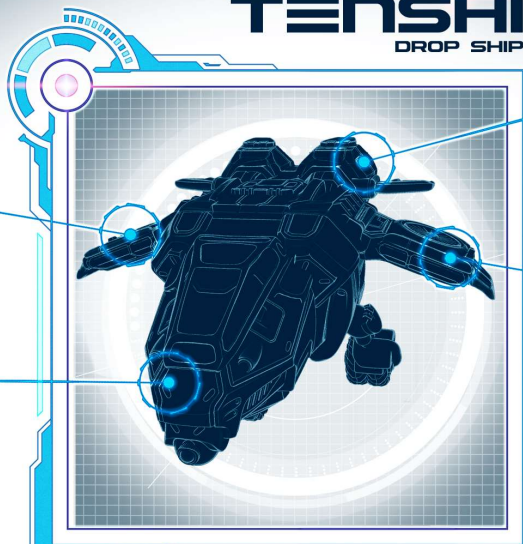
Keywords

Flying

Fire and Fade: **(Tactical Ability)** This unit may forego its **activation** to gain an **Aim Token**.

At any time during the **Activation Phase** discard this to instantly make a free **Shooting** action followed by a free **movement** action

Hiryu Grenade Launcher
Ammo: 6

Muzzle Thump
Ammo: Unlimited

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TENSHI
DROP SHIP

Right Engine 5 HP
[0HP]:Place all **Embarked** models adjacent to this model then it is destroyed. Each model suffers (1) DMG to each HIT location.

Fuselage 16 HP
[0HP]: This Model and all **Embarked** models are destroyed

Movement: 10
Actions: 2

Tail 8 HP
[0HP]:Place all **Embarked** models adjacent to this model then it is destroyed.

Left Engine 5 HP
[0HP]:Place all **Embarked** models adjacent to this model then it is destroyed. Each model suffers (1) DMG to each HIT location.

Resupply: (Action) A model within 2 Squares regains 4 Ammo on a weapon.

Turbo-Boost: (Action) this model moves 4 squares in a straight line.

Repair/Medic: (Action) A model within 2 Squares regains 4 HP on a single HIT location.

Egress: (Special Rule) During the reinforcement phase this model may be removed from play and then returned to play in the same manner as any models destroyed during the battle round.

Keywords Transport, Flying

Hit Roll Chart
8:Attacker's choice + Push1
7:Fuselage + Push1
6:Fuselage
5: Tail
4- Defenders choice
1-3: Miss

INFANTRY

ASSAULT FORCE:
KYODAI LIEUTENANT

HEAD
3 HP
[0HP]:Destroyed

TORSO
6 HP
[0HP]:Destroyed

Movement: 6
Actions: 2

Hit Roll Chart
8: Head
6-7: Torso
1-5: Miss

Torinoko Smoke Grenades: **(Tactical Ability)** This model may spend (1) **Ammo** from its **Grenade Launcher** to place a **Smoke Token** in a square within **Range** and **LoS** of the **Grenade Launcher**. **Hostile** models suffer (-1) to all dice rolls for attacks that draw **LOS** through squares adjacent to or occupied by **Smoke Token** provided that the **target** model is **not** on or adjacent to the square occupied by the **Smoke Token**. **Smoke Token** is removed after the **Activation Phase.**

Hiryu Grenade Launcher
Ammo: 6

Kyodai Sword
Ammo: Unlimited

INFANTRY

ASSAULT FORCE:
KYODAI LIEUTENANT

HEAD
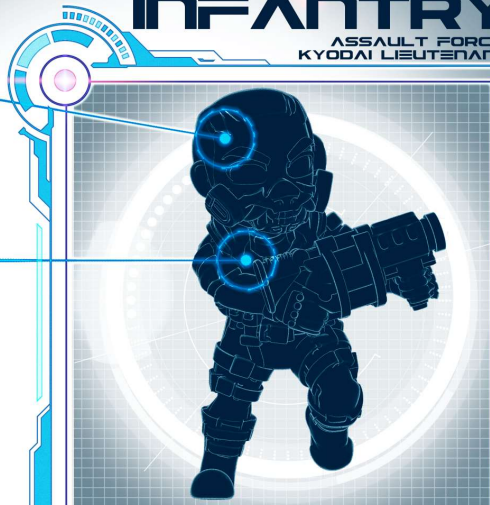3 HP
[0HP]:Destroyed

TORSO
6 HP
[0HP]:Destroyed

Movement: 6
Actions: 2

Hit Roll Chart
8: Head
6-7: Torso
1-5: Miss

Torinoko Smoke Grenades: **(Tactical Ability)** This model may spend (1) **Ammo** from its **Grenade Launcher** to place a **Smoke Token** in a square within **Range** and **LoS** of the **Grenade Launcher**. **Hostile** models suffer (-1) to all dice rolls for attacks that draw **LOS** through squares adjacent to or occupied by **Smoke Token** provided that the **target** model is **not** on or adjacent to the square occupied by the **Smoke Token**. **Smoke Token** is removed after the **Activation Phase.**

Hiryu Grenade Launcher
Ammo: 6

Kyodai Sword
Ammo: Unlimited

INFANTRY
ASSAULT FORCE: KYODAI

HEAD
3 HP
[0HP]:Destroyed

TORSO
6 HP
[0HP]:Destroyed

Movement: 6
Actions: 1

Hit Roll Chart
8: Head
6-7: Torso
1-5: Miss

Torinoko Smoke Grenades: **(Tactical Ability)** This model may spend (1) **Ammo** from its **Grenade Launcher** to place a **Smoke Token** in a square within **Range** and **LoS** of the **Grenade Launcher**. **Hostile** models suffer (-1) to all dice rolls for attacks that draw **LOS** through squares adjacent to or occupied by **Smoke Token** provided that the **target** model is **not** on or adjacent to the square occupied by the **Smoke Token**. **Smoke Token** is removed after the **Activation Phase.**

Hiryu Grenade Launcher
Ammo: 6
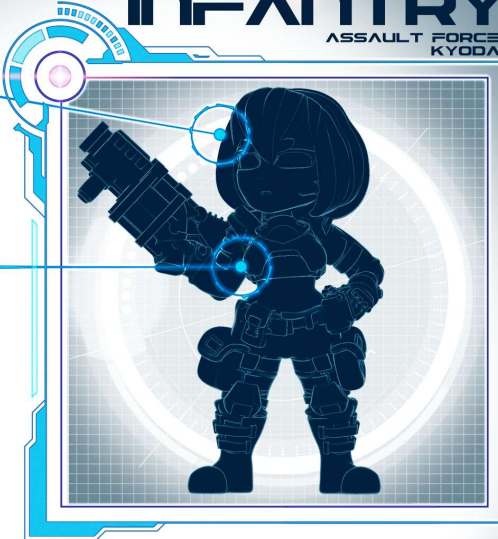
Kyodai Sword
Ammo: Unlimited

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INFANTRY
ASSAULT FORCE: KYODAI

HEAD
3 HP
[0HP]:Destroyed

TORSO
6 HP
[0HP]:Destroyed

Movement: 6
Actions: 1

Hit Roll Chart
8: Head
6-7: Torso
1-5: Miss

Torinoko Smoke Grenades: **(Tactical Ability)** This model may spend (1) **Ammo** from its **Grenade Launcher** to place a **Smoke Token** in a square within **Range** and **LoS** of the **Grenade Launcher**. **Hostile** models suffer (-1) to all dice rolls for attacks that draw **LOS** through squares adjacent to or occupied by **Smoke Token** provided that the **target** model is **not** on or adjacent to the square occupied by the **Smoke Token**. **Smoke Token** is removed after the **Activation Phase.**

Hiryu Grenade Launcher
Ammo: 6

Kyodai Sword
Ammo: Unlimited

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INFANTRY

HEAD
3 HP
[0HP]:Destroyed

TORSO
6 HP
[0HP]:Destroyed

Movement: 6
Actions: 1

Hit Roll Chart
8: Head
6-7: Torso
1-5: Miss

Torinoko Smoke Grenades: **(Tactical Ability)** This model may spend (1) **Ammo** from its **Grenade Launcher** to place a **Smoke Token** in a square within **Range** and **LoS** of the **Grenade Launcher**. **Hostile** models suffer (-1) to all dice rolls for attacks that draw **LOS** through squares adjacent to or occupied by **Smoke Token** provided that the **target** model is **not** on or adjacent to the square occupied by the **Smoke Token**. **Smoke Token** is removed after the **Activation Phase.**

Hiryu Grenade Launcher
Ammo: 6

Kyodai Sword
Ammo: Unlimited

INFANTRY

HEAD
3 HP
[0HP]:Destroyed

TORSO
6 HP
[0HP]:Destroyed

Movement: 6
Actions: 1

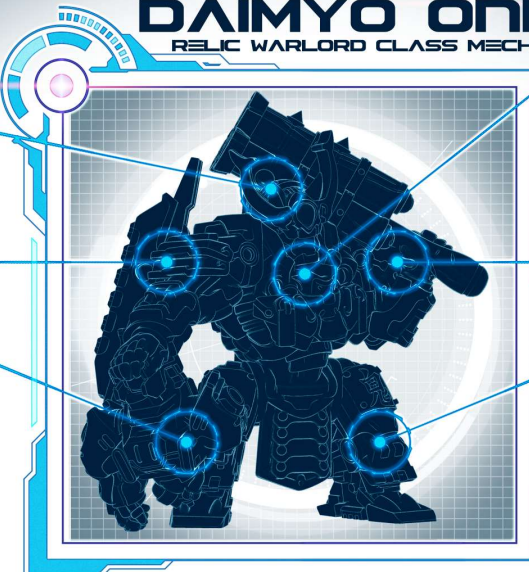### Hit Roll Chart
8: Head
6-7: Torso
1-5: Miss

Torinoko Smoke Grenades: **(Tactical Ability)** This model may spend (1) **Ammo** from its **Grenade Launcher** to place a **Smoke Token** in a square within **Range** and **LoS** of the **Grenade Launcher**. **Hostile** models suffer (-1) to all dice rolls for attacks that draw **LOS** through squares adjacent to or occupied by **Smoke Token** provided that the **target** model is **not** on or adjacent to the square occupied by the **Smoke Token**. **Smoke Token** is removed after the **Activation Phase.**

Hiryu Grenade Launcher
Ammo: 6

Kyodai Sword
Ammo: Unlimited

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DAIMYO ONI
RELIC WARLORD CLASS MECH

Head 8 HP
[0HP]: -1 to all rolls

Right Arm 16 HP
[0HP]:-1 to rolls for gear equipped to this arm

Right Leg 10 HP
[0HP]: -1 Movement

*This model uses the **Pilot**'s **Movement** & **Action Points.**

Torso 22 HP
[0HP]: Destroyed

Left Arm 11 HP
[0HP]:-1 to rolls for gear equipped to this arm

Left Leg 10 HP
[0HP]: -1 Movement

Hit Roll Chart*
8:Attacker's choice
7:Head
4-6:Torso
2-3:Defender's choice
1: Miss

Hits allocated to a location already at zero HP become 8s

Keywords

EDEN Link

This model has (12) **'Fire-Petal' Grenades (ammo)** loaded into its rear-mounted **'Hanabi Tactical Grenade Rails'**. These grenades can be **spent** on the following abilities:

Descending Cranes: (Reaction) When this model suffers a **HIT roll** to the **Torso**, spend (1) **'Fire-Petal' Grenade** to instead allocate this **HIT roll** to **HIT location** of Defender's choice. This cannot be used on **Torso** Hits gained due to a **Hit Roll** of **"Attacker's choice". ***

Divine Wind (2 Grenades): (Tactical Ability) immediately move up to (4) squares in a straight line.

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'Kagu-Tsuchi'
Tetsubo Carronade

Rising Dragon (Melee)
Burst Roll
0: 0
1-3: 1D8
4-6: 2D8 + Push
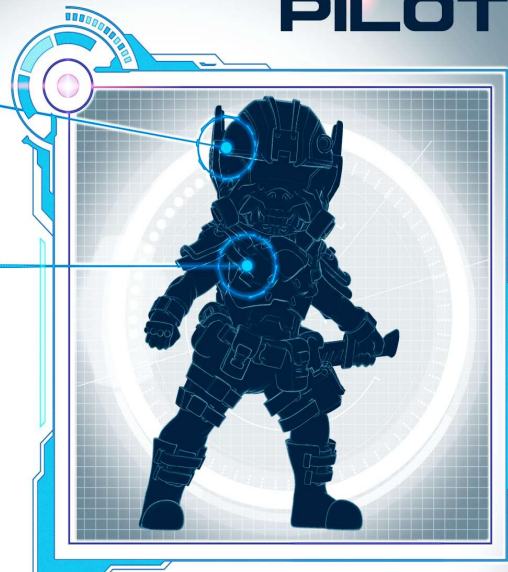7-8: 3D8 + Push + Crit
9: 3D8 + Push2 + Crit2

Range: 3
Rate of fire: 2
Damage: 3
Ammo: Unlimited
Strike-Through1

Crushing-Gale: (2) Grenades (Reaction) When this model makes a **Burst Roll** or a **Hit Roll** with this **Attack** it may use this ability to re-roll any dice for that **Attack** roll

Falling Star (Ranged)
Burst Roll
0: 0
1-3: 1D8
4-6: 2D8
7-8: 3D8 + Push
9: 3D8 + Push + Crit

Range: 12
Rate of fire:1
Damage: 3
Ammo: 3
Keyword:Blast2

PILOT

HEAD
4 HP
[0HP]:Destroyed

TORSO
8 HP
[0HP]:Destroyed

Movement: 6
Actions: 3

Hit Roll Chart
8: Head
6-7: Torso
1-5: Miss

Sever Eden Link: (Ability) If this unit's **Warlord Class Mech** is destroyed, but this unit is still in play during the **Reinforcement Phase**, the controlling player may replace this unit with a **Kyodai Infantry** model that was destroyed this turn, then deploy the **Warlord Class Mech** with a new Pilot embarked. If no **Kyodai Infantry** model is available, the controlling player may **Destroy** this model instead, awarding the opponent player any respective victory points for a destroyed Pilot.

Houroku-hiya Concussion Grenade
Ammo: 3

Kyodai Sword
Ammo: Unlimited

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*Designers Note:
'Descending Cranes' has more directed wording than shield systems that can't block 'Crits'. To ensure fair gameplay balance, the power of this ability was offset by allowing Crits, Natural 8s and modified 8s (either via positive modifiers, or by hitting a location already at (0)HP) to be allocated to the Torso without being blocked by 'Descending Cranes'.

'Crushing Gale' is declared after a Burst or Hit roll is made. If used, this model must spend (2) grenades for the Hit Roll or the Burst Roll it wishes to re-roll. This model must expend the (2) Grenades for each Hit Roll and each Burst Roll for which it makes any re-rolls.

YOKAI SCOUT SNIPER

HEAD
4 HP
[0HP]:Destroyed

TORSO
8 HP
[0HP]:Destroyed

Movement: 6
Actions: 2

Hit Roll Chart
8: Head
6-7: Torso
1-5: Miss

Shinigami Sniper Rifle

Range: 40
Rate of fire: 1
Damage: 1
Ammo: 4

Burst Roll
0: 0
1-2: 1D8
3-5: 1D8 + Crit
6-8: 2D8 + Crit
9: 3D8 + Crit2

Once per battle round, this weapon can make a free shooting attack at any time during the **Activation Phase.**

Reload:(Action) This model regains (4) Ammo on **Shinigami Sniper Rifle**.

Stealth Cloak: (Passive) All attacks made against this model reduce range by half, rounding up.

Forward Deployed: This model may deploy/reinforce up to (8) squares away from its deployment zone

Keywords: Hero, Infantry

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Hero: This model may activate during any initiative step of its controlling player. Further this model can claim objectives as if it were **Infantry.**

INFANTRY
ASSAULT FORCE
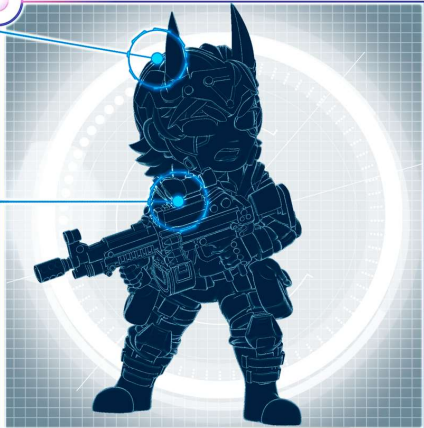## COMBAT SYNTH

HEAD
3 HP
[0HP]:Destroyed

TORSO
6 HP
[0HP]:Destroyed

Movement: 6
Actions: 1

Hit Roll Chart
8: Head
6-7: Torso
1-5: Miss

Reiki Nano-Heal System: During the **reinforcement phase**, a model with this ability recovers 1hp to each hit location.

Tanegashima
Light Machine Gun
Ammo: 8

Muzzle Thump
Ammo: Unlimited

Tanegashima Light Machine Gun

Range: 16
Rate of fire: 1-3
Damage: 1
Ammo: 8

Burst Roll
0: 0
1-4: 2D8
5-8: 3D8+Chain1
9: 3D8+Chain2+Crit

Rapid Target Acquisition:
Three times per battle round, this weapon can make a free **Rate of Fire:1** shooting attack at any time during the **Activation Phase.** This ability cannot be used against the same model more than once per battle round.